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SNAP JACK

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SNAT JACK

HOW TO PLAY

★ By working the control lever (↕ for up/down and ↔ for speed) have your car eat the dots on the course.

★ The enemy Medusa Jack will attack your car. Dodge it and try to make headway. When 20 dots have been eaten, a brilliant "Power Dot" appears. When it is also eaten, your car increases its power—now it is able to eat the enemy, since it becomes invincible except when it runs against the rock.

★ There is a jump board at the end of each course. Have your car jump successfully so that it does not run against the gondola above. If it cannot jump high enough, it cannot creep up from the marsh, and will be eaten by the dragon.

★ When your car succeeds in jumping, you are awarded a bonus corresponding to the number of Medusa Jack(s) your car has eaten after increasing its power. (The number of Medusa Jack(s) eaten is displayed at the lower part of the screen.)

SCORE

20 PTS

100 PTS

MEDUSA JACK — 100·200·400·800 PTS

BONUS POINTS AWARDED FOR SUCCESSFUL JUMPING — X200—X800 PTS

Specifications

TABLE TYPE
▽95-2158
564(D) x 863(W) x 570 – 680(H) mm
AC100V/115V/230V 50/60Hz
140W (14") 180W (20")

UPRIGHT TYPE
▽95-1653
800(D) x 640(W) x 1750(H) mm
AC100V/115V/230V 50/60Hz
180W (20")

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